APPLE-1

OPERATION MANUAL

APPLE COMPUTER COMPANY
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SPECIFICATIONS

MICROPROCESSOR:	MOS TECHNOLOGY 6502
Microprocessor Clock Frequency:	1.023 MHz
Effective Cycle Frequency: (Including Refresh Waits)	0.960 MHz
VIDEO OUTPUT:	Composite positive video, 75 ohms, level adjustable between zero and +5Vpp.
Line Rate:	15734 Hz
Frame Rate:	60.05 Hz
Format:	40 characters/line, 24 lines; with automatic scrolling
Display Memory:	Dynamic shift registers (1K x 7)
Character Matrix:	5 x 7
RAM MEMORY:	16-pin, 4K Dynamic, type 4096 (2104)
On-board RAM Capacity:	8K bytes (4K supplied)
POWER SUPPLIES:	+5 Volts @ 3 amps, +/- 12 Volts @0.5 amps, and -5 Volts @ 0.5 amps
Input Power Requirements:	8 to 10 Volts AC (RMS) @ 3 amps, 26 to 28 Volts AC (RMS) Center-Tapped, 1A.
Recommended Transformers:	Stancor # P-8380 or Triad F31-X Stancor # P-8667 or Triad F40-X

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INTRODUCTION

The Apple Computer is a complete microprocessor system, consisting of a Mos Technology 6502 microprocessor and support hardware, integral video display electronics, dynamic memory and refresh hardware, and fully regulated power supplies. It contains resident system monitor software, enabling the user, via the keyboard and display, to write, examine, debug, and run programs efficiently; thus being an educational tool for the learning of microprocessor programming, and an aid in the development of software.

The integral video display section and the keyboard interface renders unnecessary the need for an external teletype. The display section contains its own memory, leaving all of RAM for user programs, and the output format is 40 characters/line, 24 lines/page, with auto scrolling. Almost any ASCII encoded keyboard will interface directly with the Apple system.

The board has sockets for upto 8K bytes of the 16 pin, 4K type, RAM, and the system is fully expandable to 65K via the edge connector. The system uses dynamic memory (4K bytes supplied), although static memory may also be used. All refreshing of dynamic memory, including all "off-board" expansion memory, is done automatically. The entire system timing, including the microprocessor clock and all video signals, originates in a single crystal oscillator.

Further, the printed circuit board contains a "breadboard area", in which the user can add additional "on-board" hardware (for example, extra PIA's, ACIA's, EROM's, and so on).

This manual is divided into three Sections:

Section I GETTING THE SYSTEM RUNNING.
Section II USING THE SYSTEM MONITOR.
(listing included)
Section III EXPANDING THE SYSTEM.

Please read Section I thoroughly, before attempting to "power-up" your system, and study Section III carefully before attempting to expand your system. In addition to this manual, Apple "Tech Notes" are available which contain examples of expansion hardware and techniques.

SECTION I
GETTING THE SYSTEM RUNNING

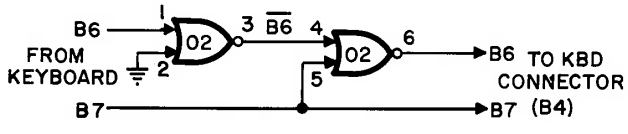
The Apple Computer is fully assembled, tested, and burned in. The only external devices necessary for operation of the system are: An ASCII encoded keyboard, a video display monitor, and AC power sources of 8 to 10 Volts (RMS) @3 amps and 28Volts (RMS) @1 amp. The following three articles describe the attachment of these devices in detail.

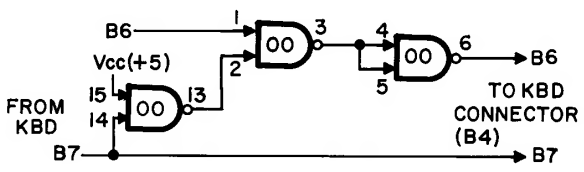
Keyboard:

Any ASCII encoded keyboard, with positive DATA outputs, interfaces directly with the Apple system via a "DIP" connector. If your keyboard has negative logic DATA outputs (rare), you can install inverters (7404) in the breadboard area. The strobe can be either positive or negative, of long or short duration. The "DIP" keyboard connector (B4) has inputs for seven DATA lines, one STROBE line, and two normally-open pushbutton switches, used for RESET (enter monitor), and CLEAR SCREEN (see schematic diagram, sheet 3 of 3, for exact circuitry). This keyboard connector also supplies three voltages, (+5V, +12V, and -12V) of which one or more may be necessary to operate the keyboard. Pin 15 of the keyboard connector (B4) must be tied to +5V (pin 16) for normal operation.

NOTE: The system monitor accepts only upper-case alpha (A-F, R).

It is therefore convenient, though it's not essential, to have a keyboard equipped with upper-case alpha lock (usually in the electronics). Either of the following suggested circuits may be used to provide alpha lock capability, if needed, and can be built in the breadboard area.





Display:

The Apple Computer outputs a composite video signal (composite of sync and video information) which can be applied to any standard raster-scan type video display monitor. The output level is adjustable with the potentiometer located near the video output Molex connector, J2. The additional two outside pins on the Molex connector supply +5 and +12 volts, to be used in future Apple accessories. The composite video signal can also be modulated at the proper RF frequency, with an inexpensive commercially available device, and applied to the antenna terminals of a home television receiver. Since the character format is 40 characters / line, all television receivers will have the necessary bandwidth to display the entire 40 characters. Two large manufacturers of video display monitors, which connect directly with the Apple Computer, are Motorola and Ball. The mating four-pin Molex connector is provided.

AC Power Sources:

Two incoming AC power sources are required for operation: 8 to 10 VAC (RMS) at 3 amps, and 28 VAC (RMS) Center-Tapped at 1 amp. These AC supplies enter the system at the Molex connector, J1. The 8 to 10 volts AC provides the raw AC for the +5 volt supply, while the 28 VCT supplies the raw AC for the +12 and -12 volt supplies, and the -5V supply is derived from the -12V regulated output.

The board, as supplied, requires no more than 1.5 amps DC from the +5V supply, while the regulator is capable of supplying 3 amps. The remaining 1.5 amps DC from the +5V supply is available for user hardware expansion (provided suitable transformer ratings are employed).

A suitable source of the raw AC voltages required, are two commercially available transformers; Stancor P/N P-8380 or equivalent (8 to 10 volts at 3 amps), and Stancor P/N P-8667 or equivalent (28VCT at 1 amp). Simply wire the secondaries to the mating six-pin Molex connector supplied, and wire the primaries in parallel, as shown in the schematic diagram (power supply section, Dwg. No. 00101, sheet 3 of 3.

TEST PROGRAM

After attaching the keyboard, display, and AC power sources, you can try a simple program to test if your system and the attachments are functioning together properly. While it does not test many possible areas of the microprocessor system, the test program will test for the correct attachment of the keyboard, display, and power supplies.

FIRST:
Hit the RESET button to enter the system monitor. A backslash should be displayed, and the cursor should drop to the next line.

SECOND:
Type- Ø : A9 b Ø b AA b 2Ø b EF b FF b E8 b 8A b 4C b 2 b Ø (RET)
(Ø is a zero, NOT an alpha "O"; b means blank or space; and (RET) hit the "return" key on the keyboard)

THIRD:
Type- Ø . A (RET)
(This should print out, on the display, the program you have just entered.)

FOURTH:
Type- R (RET)
(R means run the program.)

THE PROGRAM SHOULD THEN PRINT OUT ON THE DISPLAY A CONTINUOUS STREAM OF ASCII CHARACTERS. TO STOP THE PROGRAM AND RETURN TO THE SYSTEM MONITOR, HIT THE "RESET" BUTTON. TO RUN AGAIN, TYPE : R (RET).

SECTION II USING THE SYSTEM MONITOR

The Hex Monitor is a PROM program in locations FFØØ to FFFF (hex) which uses the keyboard and display to perform the front panel functions of examining memory, and running programs. The monitor program is entered by hitting (RESET), which displays backslash - return. A backslash alone (cursor remains on same line as backslash) indicates bad page 0 RAM.

Commands are typed on a "line-at-a-time" basis with editing. Each line may consist of any number of commands (up to 128 characters). None are executed until (RETURN) is typed. The (SHIFT-0) (backarrow) backspaces and echos an underline. The (ESC) cnacels a line and echos backslash-return.

One or more hexadecimal digits (0-9, A-F) are used for address and data values. Addresses use the four least significant digits of a group, and data values, the two least significant digits. The following examples illustrate the variety of acceptable commands:

1. Opening a location (examining the contents of a single address).
   USER TYPES/ 4F (RET)
   MONITOR TYPES/ ØØ4F: ØF (contents of 4F)

2. Examining a block; from the last examined location, to a specified one.
   USER TYPES/ .5A (RET)
   MONITOR TYPES/
   ØØ5Ø: ØØ Ø1 Ø2 Ø3 Ø4 Ø5 Ø6 Ø7
   ØØ58: Ø8 Ø9 ØA

Note: 4F is still considered the most recently opened location.

3. Combining examples 1 and 2 to print a block of memory in a single command.
   USER TYPES/ 4F.5A (RET)
   MONITOR TYPES/
   ØØ5Ø: ØØ Ø1 Ø2 Ø3 Ø4 Ø5 Ø6 Ø7
   ØØ58: Ø8 Ø9 ØA

Note: Only the first location of the block (4F) is considered "opened".

4. Examining several individual locations at once.
   USER TYPES/ 4F b 52 b 56 (RET)
   MONITOR TYPES/ ØØ4F: ØF
   ØØ52: Ø2
   ØØ56: Ø6

Note: 56 is considered the most recently "opened" location. The "b" is a blank or comma, and is a delimiter for separation purposes only. A string of delimiters has the same effect as a single one (bbb is as effective as b).

5. Examining several blocks of memory at once.
   USER TYPES/ 4F.52 b 56 b 58.5A (RET)
   MONITOR TYPES/ ØØ4F: ØF
   ØØ5Ø: ØØ Ø1 Ø2
   ØØ56: Ø6
   ØØ58: Ø8 Ø9 ØA

Note: 58 is considered the most recently "opened" location. Refer to example 2.

6. Examining successive blocks.
   USER TYPES/ 4F.52 (RET)
   MONITOR TYPES/ ØØ4F: ØF
   ØØ5Ø: ØØ Ø1 Ø2
   USER TYPES/ .55 (RET)
   MONITOR TYPES/ ØØ53: Ø3 Ø4 Ø5
   USER TYPES/ .5A (RET)
   MONITOR TYPES/ ØØ56: Ø6 Ø7
   ØØ58: Ø8 Ø9 ØA

7. Depositing data in a single location.
   USER TYPES/ 3Ø: AØ (RET)
   MONITOR TYPES/ ØØ3Ø: FF (prior contents)

Note: Location 3Ø is considered opened and now contains 3Ø.

8. Depositing data in successive locations from that last used in a deposit command.
   USER TYPES/ : A1 b A2 b A3 b A4 b A5 (RET)
   (This deposits A1 in location 31, A2 in 32, and so on.)

9. Combining examples 7 and 8 in a single command.
   USER TYPES/ 3Ø: AØ b A1 b A2 b A3 b A4 b A5 (RET)
   MONITOR TYPES/
   ØØ3Ø: FF (prior contents of location 3Ø)

10. Depositing data in successive locations with separate commands.
   USER TYPES/ 3Ø: AØ b A1 (RET)
   MONITOR TYPES/ ØØ3Ø: FF
   USER TYPES/ :A2 b A3 (RET)
   USER TYPES/ :A4 b A5 (RET)

NOTE: Capital letters enclosed in parenthesis represent single keystrokes.
Example: (RET) means hit the "return" key.

Note: A colon in a command means "start depositing data from the most recently deposited location, or if none, then from the most recently opened one.

11. Examining a block, then depositing into it.
USER TYPES/ 30.35 (RET)
MONITOR TYPES/
ØØ3Ø: AØ A1 A2 A3 A4 A5 A6
USER TYPES/
:B0 b B1 b B2 b B3 b B4 b B5 (RET)

Note: New data deposited beginning at most recently opened location (3Ø)

12. Run a program at a specified address.
USER TYPES/ 1ØFØ R (RET)
MONITOR TYPES/ 1ØFØ: A9 (contents)

Note: The cursor is left immediately to the right of the "A9"; it is not returned to the next line.

13. Run at the most recently examined location.
USER TYPES/ 1ØFØ (RET)
MONITOR TYPES/ 1ØFØ: A9
USER TYPES/ R (RET)

14. Enter a program into memory and run it in one line.
USER TYPES/
4Ø: A9 b Ø b 2Ø b EF b FF b 38 b 69 b Ø b 4C b 4Ø b Ø R (RET)
MONITOR TYPES/ 40: FF (prior contents of 4Ø)
MONITOR TYPES/ 4Ø: FF (prior contents of 4Ø)

15. An "on line" error correction.
USER TYPES/
4Ø: A1 b A2 b A3A4A5A6 b A7
(data A6 will be loaded in location 42)
USER TYPES/ 4Ø5Ø6Ø7Ø: AA
(data AA will be loaded in location 6Ø7Ø)

16. Useful routines in monitor which can be accessed by user programs.
GETLINE: location FF1F:
monitor entry point
(jumping to FF1F will enter monitor and echo carriage return. You can then examine memory locations with the monitor.)

ECHO: location FFEF:
prints one byte (ASCII)
(data from "A" (accumulator), contents of "A" not disturbed. Example: 2Ø b EF b FF (JRS ECHO)).

PRBYTE: location FFDC:
prints one byte (HEX)
(data from "A", contents of "A" disturbed.)

PRHEX: location FFE5:
prints one hex digit
(data from four least significant bits of "A", contents of "A" disturbed.)

NOTE: RAM locations ØØ24 to ØØ2B are used as index pointers by the monitor, and are invalid for user use, when using monitor. Also, locations Ø2ØØ to Ø27F are used as input buffer storage, and are also invalid for user use when using the monitor.

```
FF00  D8          RESET       CLD              Clear decimal arithmetic mode.
FF01  58                      CLI
FF02  A0 7F                   LDY #$7F         Mask for DSP data direction register.
FF04  8C 12 D0                STY DSP          Set it up.
FF07  A9 A7                   LDA #$A7         KBD and DSP control register mask.
FF09  8D 11 D0                STA KBD CR       Enable interrupts, set CA1, CB1, for
FF0C  8D 13 D0                STA DSP CR         positive edge sense/output mode.
FF0F  C9 DF       NOTCR       CMP #$DF         "←"?
FF11  F0 13                   BEQ BACKSPACE    Yes.
FF13  C9 9B                   CMP #$9B         ESC?
FF15  F0 03                   BEQ ESCAPE       Yes.
FF17  C8                      INY              Advance text index.
FF18  10 0F                   BPL NEXTCHAR     Auto ESC if >127.
FF1A  A9 DC       ESCAPE      LDA #$DC         "\".
FF1C  20 EF FF                JSR ECHO         Output it.
FF1F  A9 8D       GETLINE     LDA #$8D         CR.
FF21  20 EF FF                JSR ECHO         Output it.
FF24  A0 01                   LDY #$01         Initiallize text index.
FF26  88          BACKSPACE   DEY              Back up text index.
FF27  30 F6                   BMI GETLINE      Beyond start of line, reinitialize.
FF29  AD 11 D0    NEXTCHAR    LDA KBD CR       Key ready?
FF2C  10 FB                   BPL NEXTCHAR     Loop until ready.
FF2E  AD 10 D0                LDA KBD          Load character. B7 should be '1'.
FF31  99 00 02                STA IN, Y        Add to text buffer.
FF34  20 EF FF                JSR ECHO         Display character.
FF37  C9 8D                   CMP #$8D         CR?
FF39  D0 D4                   BNE NOTCR        No.
FF3B  A0 FF                   LDY #$FF         Reset text index.
FF3D  A9 00                   LDA #$00         For XAM mode.
FF3F  AA                      TAX              0→X.
FF40  0A          SETSTOR     ASL              Leaves $7B if setting STOR mode.
FF41  85 2B       SETMODE     STA MODE         $00 = XAM, $7B = STOR, $AE = BLOK XAM.
FF43  C8          BLSKIP      INY              Advance text index.
FF44  B9 00 02    NEXT ITEM   LDA IN, Y        Get character.
FF47  C9 8D                   CMP #$8D         CR?
FF49  F0 D4                   BEQ GETLINE      Yes, done this line.
FF4B  C9 AE                   CMP #$AE         "."?
FF4D  90 F4                   BCC BLSKIP       Skip delimiter.
FF4F  F0 F0                   BEQ SETMODE      Set BLOCK XAM mode.
FF51  C9 BA                   CMP #$BA         ":"?
FF53  F0 EB                   BEQ SETSTOR      Yes, set STOR mode.
FF55  C9 D2                   CMP #$D2         "R"?
FF57  F0 3B                   BEQ RUN          Yes, run user program.
FF59  86 28                   STX L            $00→L.
FF5B  86 29                   STX H              and H.
FF5D  84 2A                   STY YSAV         Save Y for comparison.
FF5F  B9 00 02    NEXTHEX     LDA IN, Y        Get character for hex test.
FF62  49 B0                   EOR #$B0         Map digits to $0-9.
FF64  C9 0A                   CMP #$0A         Digit?
FF66  90 06                   BCC DIG          Yes.
FF68  69 88                   ADC #$88         Map letter "A"-"F" to $FA-FF.
FF6A  C9 FA                   CMP #$FA         Hex letter?
FF6C  90 11                   BCC NOTHEX       No, character not hex.
FF6E  0A          DIG         ASL
FF6F  0A                      ASL              Hex digit to MSD of A.
FF70  0A                      ASL
FF71  0A                      ASL
FF72  A2 04                   LDX #$04         Shift count.
FF74  0A          HEXSHIFT    ASL              Hex digit left, MSB to carry.
```

6502 HEX MONITOR LISTING (continued)

```
FF75  26 28                 ROL L               Rotate into LSD.
FF77  26 29                 ROL H               Rotate into MSD's.
FF79  CA                    DEX                 Done 4 shifts?
FF7A  D0 F8                 BNE HEXSHIFT        No, loop.
FF7C  C8                    INY                 Advence text index.
FF7D  D0 E0                 BNE NEXTHEX         Always taken. Check next character for hex.
FF7F  C4 2A       NOTHEX    CPY YSAV            Check if L, H empty (no hex digits).
FF81  F0 97                 BEQ ESCAPE          Yes, generate  ESC sequence.
FF83  24 2B                 BIT MODE            Test MODE byte.
FF85  50 10                 BVC NOTSTOR         B6 = 0 for STOR, 1 for XAM and BLOCK XAM
FF87  A5 28                 LDA L               LSD's of hex data.
FF89  81 26                 STA (STL, X)        Store at current 'store index'.
FF8B  E6 26                 INC STL             Increment store index.
FF8D  D0 B5                 BNE NEXTITEM        Get next item. (no carry).
FF8F  E6 27                 INC STH             Add carry to 'store index' high order.
FF91  4C 44 FF    TONEXTITEM JMP NEXTITEM       Get next command item.
FF94  6C 24 00    RUN       JMP (XAML)          Run at current XAM index.
FF97  30 2B       NOTSTOR   BMI XAMNEXT         B7 = 0 for XAM, 1 for BLOCK XAM.
FF99  A2 02                 LDX #$02            Byte count.
FF9B  B5 27       SETADR    LDA L-1, X          Copy hex data to
FF9D  95 25                 STA STL-1, X         'store index'.
FF9F  95 23                 STA XAML-1, X       And to 'XAM index'.
FFA1  CA                    DEX                 Next of 2 bytes.
FFA2  D0 F7                 BNE SETADR          Loop unless X = 0.
FFA4  D0 14       NXTPRNT   BNE PRDATA          NE means no address to print.
FFA6  A9 8D                 LDA #$8D            CR.
FFA8  20 EF FF              JSR ECHO            Output it.
FFAB  A5 25                 LDA XAMH            'Examine index' high-order byte.
FFAD  20 DC FF              JSR PRBYTE          Output it in hex format.
FFB0  A5 24                 LDA XAML            Low-order 'examine index' byte.
FFB2  20 DC FF              JSR PRBYTE          Output it in hex format.
FFB5  A9 BA                 LDA #$BA            ":".
FFB7  20 EF FF              JSR ECHO            Output it.
FFBA  A9 A0       PRDATA    LDA #$A0            Blank.
FFBC  20 EF FF              JSR ECHO            Output it.
FFBF  A1 24                 LDA (XAML, X)       Get data byte at 'examine index'.
FFC1  20 DC FF              JSR PRBYTE          Output it in hex format.
FFC4  86 2B       XAMNEXT   STX MODE            0→ MODE (XAM mode).
FFC7  A5 24                 LDA XAML
FFC8  C5 28                 CMP L               Compare 'examine index' to hex data.
FFCA  A5 25                 LDA XAMH
FFCC  E5 29                 SBC H
FFCE  B0 C1                 BCS TONEXTITEM      Not less, so no more data to output.
FFD0  E6 24                 INC XAML
FFD2  D0 02                 BNE MOD8CHK         Increment 'examine index'.
FFD4  E6 25                 INC XAMH
FFD6  A5 24       MOD8CHK   LDA XAML            Check low-order 'examine index' byte
FFD8  29 07                 AND #$07             For MOD 8 = 0
FFDA  10 C8                 BPL NXTPRNT         Always taken.
FFDC  48          PRBYTE    PHA                 Save A for LSD.
FFDD  4A                    LSR
FFDE  4A                    LSR
FFDF  4A                    LSR                 MSD to LSD position.
FFE0  4A                    LSR
FFE1  20 E5 FF              JSR PRHEX           Output hex digit.
FFE4  68                    PLA                 Restore A.
FFE5  29 0F       PRHEX     AND #$0F            Mask LSD for hex print.
FFE7  09 B0                 ORA #$B0            Add "0".
FFE9  C9 BA                 CMP #$BA            Digit?
```

65Ø2 HEX MONITOR LISTING (continued)

```
FFEB  9Ø Ø2              BCC ECHO      Yes, output it.
FFED  69 Ø6              ADC #$Ø6      Add offset for letter.
FFEF  2C 12 DØ   ECHO    BIT DSP       DA bit (B7) cleared yet?
FFF2  3Ø FB              BMI ECHO      No, wait for display.
FFF4  8D 12 DØ           STA DSP       Output character.  Sets DA.
FFF7  6Ø                 RTS           Return.
FFF8  ØØ ØØ (unused)
FFFA  ØØ ØF (NMI)
FFFC  ØØ FF (RESET)
FFFE  ØØ ØØ (IRQ)
```

HARDWARE NOTES

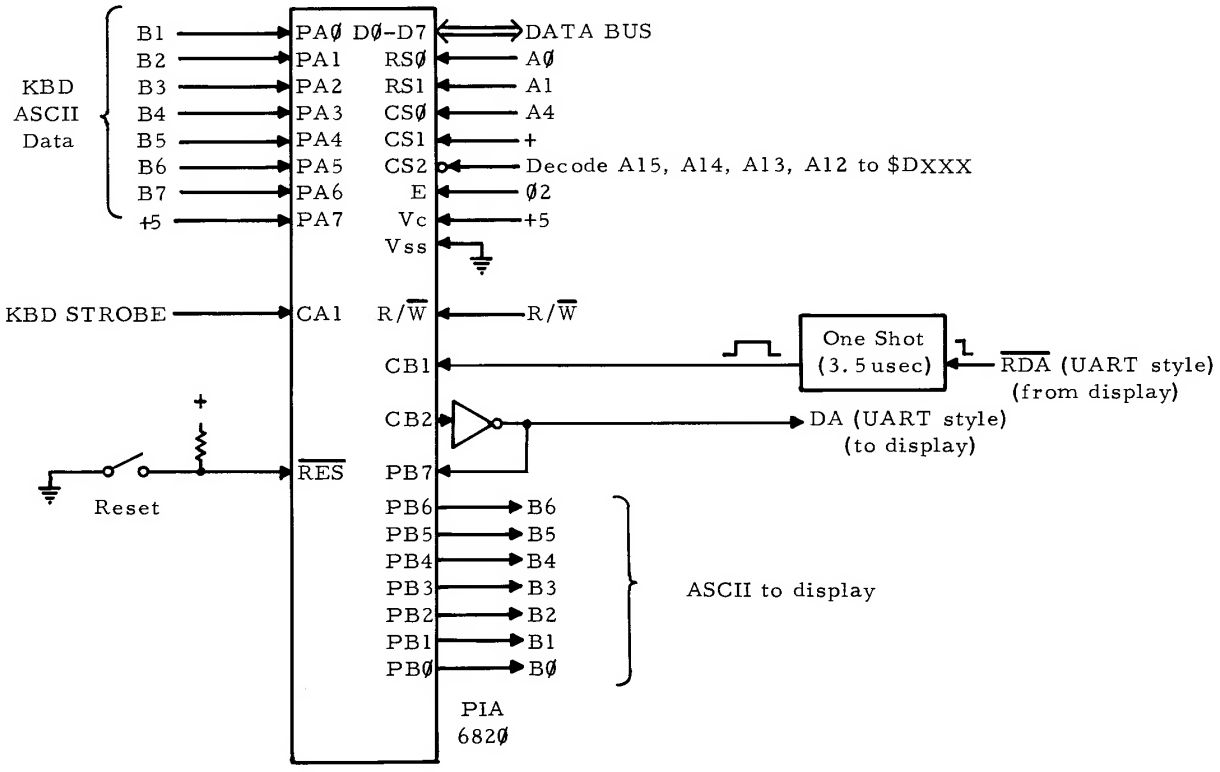
Page Ø Variables

XAML	24
XAMH	25
STL	26
STH	27
L	28
H	29
YSAV	2A
MODE	2B

Other Variables

IN	2ØØ-27F	
KBD	DØ1Ø	PIA
KBD CR	DØ11	PIA
DSP	DØ12	PIA
DSP CR	DØ13	PIA

KBD/DSP Interface



SECTION III
HOW TO EXPAND THE APPLE SYSTEM

The Apple system can be expanded to include more memory and IO devices, via a 44-pin edge connector. The system is fully expandable to 65K, with the entire data and address busses, clocks, control signals (i. e. IRQ, NMI, DMA, RDY, etc.), and power sources available at the connector. All address lines are TTL buffered, and data lines can drive ten equivalent capacitive loads (one TTL load and 130pf) without external buffers. All clock signals are TTL. The Apple system runs at approximately 1 MHz (see spec sheet) and is fully compatible with 6800/6500 style timing.

Three power sources are available at the edge connector: +5 volts regulated, and raw DC (approximately +/- 14V) for the +12V, -12V, and -5V supplies. If +12V, -12V, or -5V supplies are required, EXTERNAL REGULATORS MUST BE USED. An excess of 1.5 amps from the "on-board" regulated +5V supply is available for expansion (assuming suitable transformer ratings are employed). Exercise great care in the handling of the raw DC, as no short-circuit protection is provided.

REFRESH:

Four out of every 65 clock cycles is dedicated to memory refresh. At the start of a refresh cycle (150 ns after leading edge of Ø1), $\overline{RF}$ goes low, and remains low for one clock cycle. Ø2 is inhibited during a refresh cycle, and the processor is held in Ø1 (it's inactive state). Dynamic memories, which must clock during refresh cycles, should derive their clock from Ø0, which is equivalent to Ø2, except that it continues during a refresh cycle. Devices, such as PIA's, will not be affected by a refresh cycle, since they react to Ø2 only. Refer to Apple "Tech Notes" for a variety of interfacing examples.

DMA:

The Apple system has full DMA capability. For DMA, the DMA control line tri-states the address buss, thus allowing external devices to control the buss. Consult MOS TECHNOLOGY 6502 Hardware Manual for details. (For DMA use, the solder jumper on the board, marked "DMA", must be broken.)

For the 6502 microprocessor, the RDY line is used to halt the processor for single stepping, or slow ROM applications. Refer to Apple "Tech Notes" for examples.

SOFTWARE CONSIDERATIONS:

The sequences listed below are the routines used to read the keyboard or output to the display.

Read Key from KBD:

```
LDA KBD CR (DØ11)
BPL
LDA KBD DATA (DØ1Ø)
```

Output to Display:

```
BIT DSP (DØ12)
BPL
STA DSP (DØ12)
```

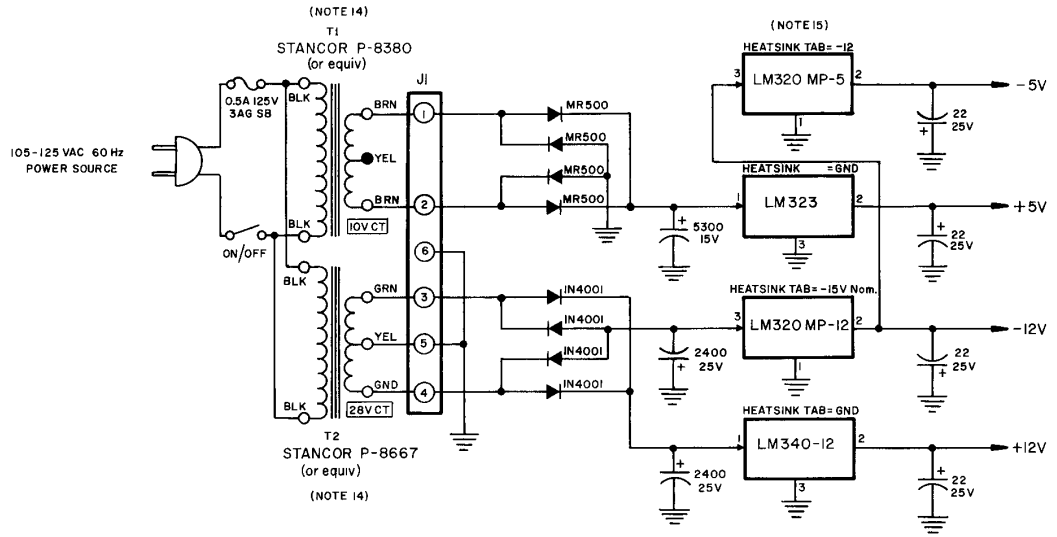
PIA Internal Registers:

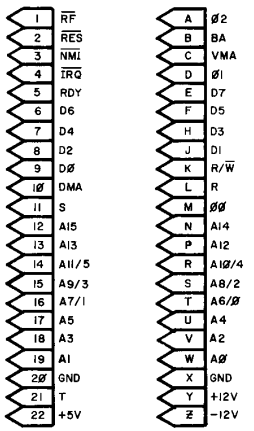
KBD Data DØ1Ø
High order bit equals 1.

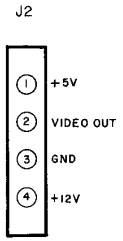
KBD Control Reg. DØ11
High order bit indicates "key ready". Reading key clears flag. Rising edge of KBD sets flag.

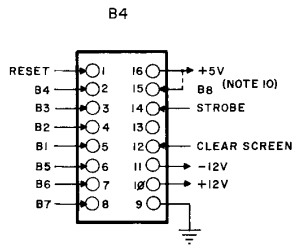
DSP DATA DØ12
Lower seven bits are data output, high order bit is "display ready" input (1 equals ready, Ø equals busy)

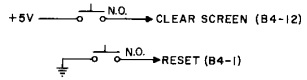
DSP Control Reg. DØ13











REVISIONS				
SYM	DESCRIPTION	INITIALS and DATE		
		DRFTG	CHECK	ENGRG
A				

NOTES: (continued from sheet 2/3)

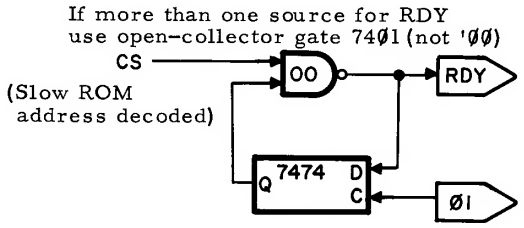
14. T1 EQUIVALENT TRANSFORMER SHALL BE 8 TO 10 VOLT SECONDARY, WITH 3 AMP MINIMUM CURRENT RATING. T2 EQUIVALENT TRANSFORMER SHALL BE 28 VOLT SECONDARY, CENTER-TAPPED, WITH 1 AMP MINIMUM RATING.

15. CASE OF REGULATOR, LM323, AND HEAT SINK TABS OF REMAINING THREE REGULATORS ARE ALL AT DIFFERENT ELECTRICAL POTENTIALS. CAUTION SHOULD BE EXERCISED TO INSURE AGAINST DIRECT ELECTRICAL CONTACT BETWEEN THESE POINTS. THEY MUST NOT BE SHORTED TOGETHER, NOR TO THE HEATSINK OF THE LM323.

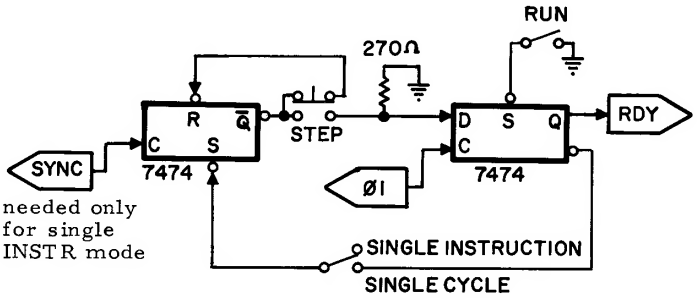
DRAWING NO 00101 | SHEET 3/3 | REV A

INTERPRET THIS DRAWING PER USASI Y14.5	DRAWN BY R. WAYNE	DATE 4-2-76	APPLE COMPUTER COMPANY
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON FRACTIONS = ±1/16 x = ± 1 ANGLES = ±1° xx = ± .03 SURFACE FINISH ✓ xxx = ± .010	CHECKED		TITLE SCHEMATIC DIAGRAM APPLE-1 POWER SUPPLY
	DESIGN ENGINEER S. WOZNIAK	3-10-76	
	PROJECT ENGINEER S. JOBS	3-10-76	
MATERIAL	DOCUMENT CONTROL		SIZE C DRAWING NO 00101 REV A
	APPROVED		SCALE SHEET 3 OF 3

-REF-	00100
NEXT ASSY	USED ON
APPLICATION	



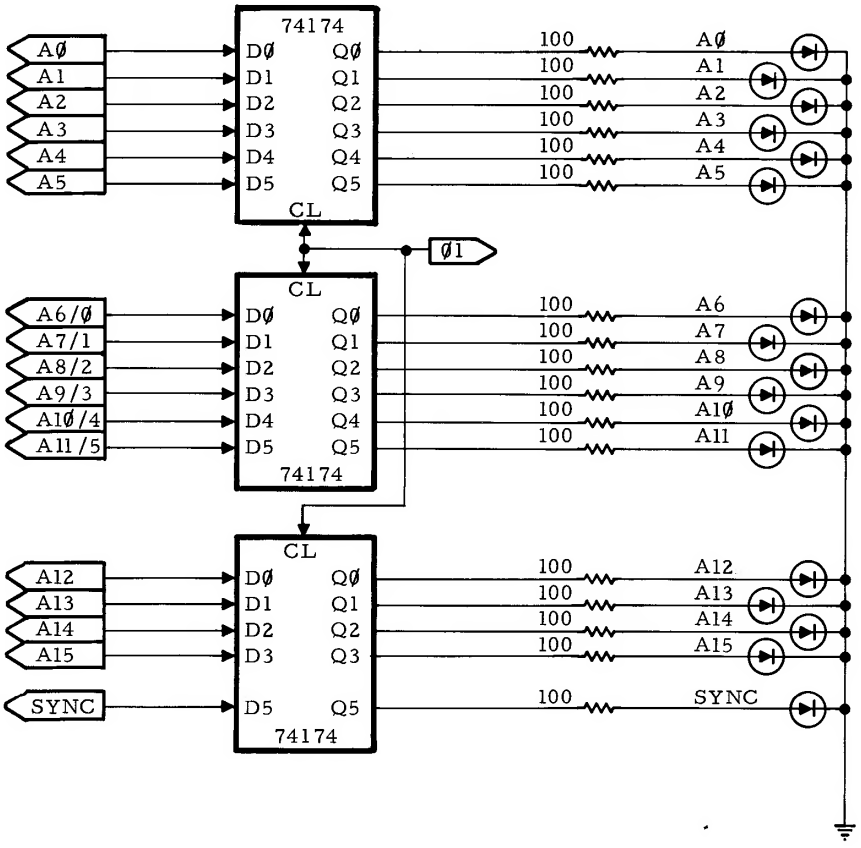
SLOW ROM



(NOTE: Features not needed may be omitted)

SINGLE STEP FOR 6502

ADDRESS DISPLAY



WARRANTY

The Apple Computer Company hereby warrants each of its products, and all components therein contained, to be free from defects in materials and/or workmanship for a period of thirty (30) days from date of purchase. In the event of the occurrence of malfunction, or other indication of failure attributable directly to faulty workmanship and/or material, then, upon return of the product to the Apple Computer Company, at 770 Welch Road, Palo Alto, California, 94304 (postage prepaid), the Apple Computer Company will, at its option, repair or replace said products or components thereof, to whatever extent Apple Computer Company shall deem necessary, to restore said product to proper operating condition. All such repairs or replacements shall be rendered by the Apple Computer Company, without charge to the customer.

The responsibility for the failure of any Apple Computer product, or component thereof, which, at the discretion of the Apple Computer Company, shall have resulted either directly or indirectly from accident, abuse, or misapplication of the product, shall be assumed by the customer, and the Apple Computer Company shall assume no liability as a consequence of such events under the terms of this warranty.

While every effort, on the part of Apple Computer Company, is made to provide clear and accurate technical instruction on the use, implementation, and application of its products, the Apple Computer Company shall assume no liability in events which may arise from the application of such technical instruction, nor shall the Apple Computer Company be held liable for the quality, interconnection, or application of periferal products, which may have been recommended by Apple Computer Company, but which have not been supplied as part of the product.

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REVISIONS				
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		DRG'TG.	CHECK	ENGRG.
A	RELEASED FOR PRODUCTION			

NOTES; UNLESS OTHERWISE SPECIFIED:-

1. ALL OUTPUTS OF C3, 2519 (PINS 7 THRU 12), ARE PROVIDED WITH "PULL-DOWN" RESISTORS, 7500 OHMS EACH, TO -12V.
2. INTERCONNECTIONS BETWEEN SCHEMATIC SECTIONS ARE INDICATED BY ▭ AREAS.
3. ALL RESISTORS ARE IN OHMS, 1/4W, 5%.
4. ALL CAPACITOR VALUES ARE IN MICROFARADS.
5. ALL DIODES ARE TYPE 1N914.
6. ALL GATES ARE 74' SERIES DEVICES.

(See additional notes, sheet 2/3)

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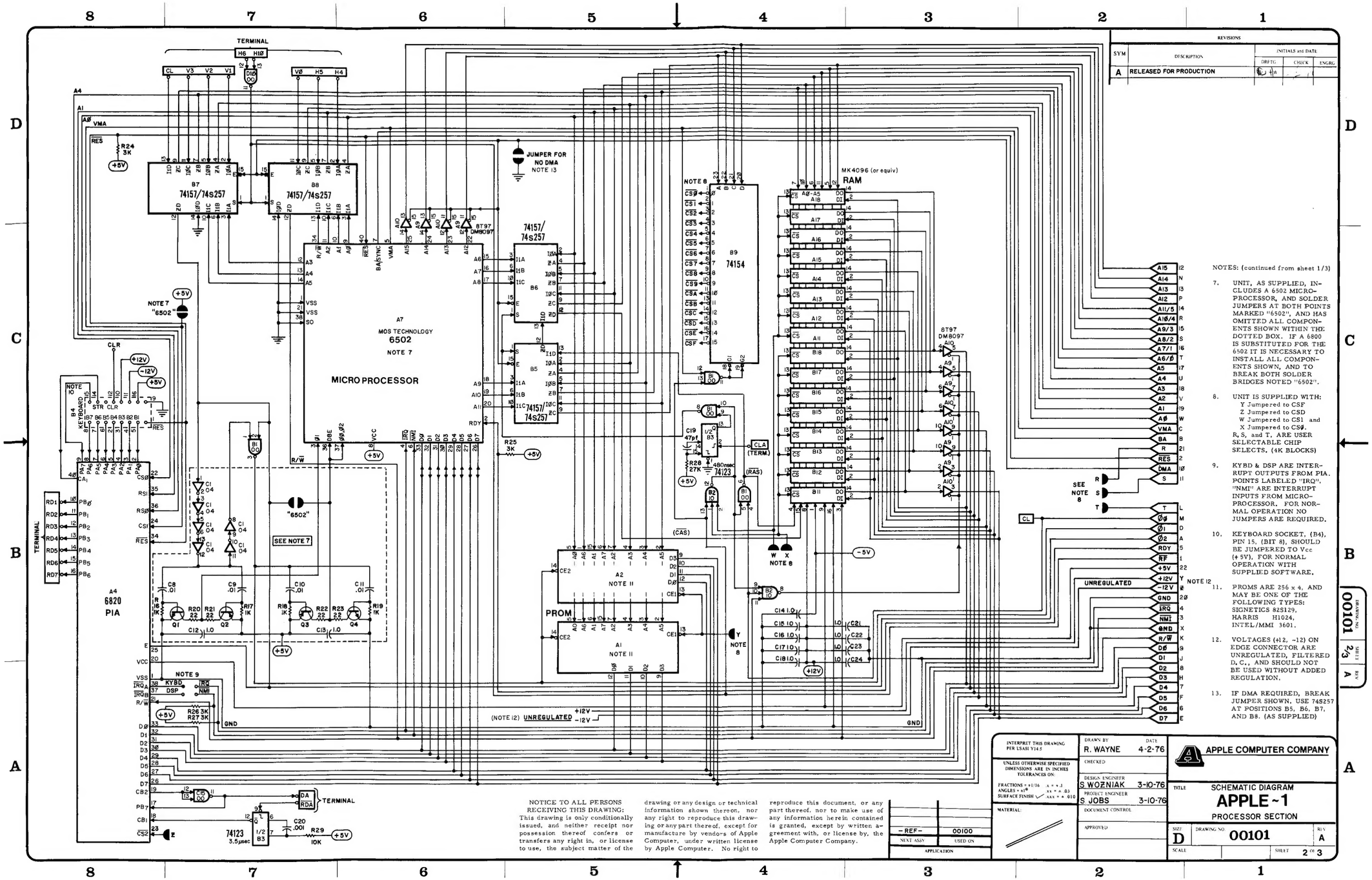
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON: FRACTIONS ± ANGLES ± SURFACE FINISH	CHECKED		
	DESIGN ENGINEER S. WOZNIAK	3-10-76	TITLE SCHEMATIC DIAGRAM APPLE ~ 1 TERMINAL SECTION
MATERIAL	PROJECT ENGINEER S JOBS	4-2-76	
	DOCUMENT CONTROL		
	APPROVED		SIZE D DRAWING NO. 00101 REV A
-REF- NEXT ASSY / 00100 USED ON / APPLICATION			SCALE SHEET 1 OF 3

00101 1/3 A



NOTES: (continued from sheet 1/3)

7. UNIT, AS SUPPLIED, INCLUDES A 6502 MICROPROCESSOR, AND SOLDER JUMPERS AT BOTH POINTS MARKED "6502", AND HAS OMITTED ALL COMPONENTS SHOWN WITHIN THE DOTTED BOX. IF A 6800 IS SUBSTITUTED FOR THE 6502 IT IS NECESSARY TO INSTALL ALL COMPONENTS SHOWN, AND TO BREAK BOTH SOLDER BRIDGES NOTED "6502".

8. UNIT IS SUPPLIED WITH:
   Y Jumpered to CSF
   Z Jumpered to CSD
   W Jumpered to CS1 and
   X Jumpered to CS9.
   R, S, and T, ARE USER SELECTABLE CHIP SELECTS, (4K BLOCKS)

9. KYBD & DSP ARE INTERRUPT OUTPUTS FROM PIA. POINTS LABELED "IRQ", "NMI" ARE INTERRUPT INPUTS FROM MICROPROCESSOR. FOR NORMAL OPERATION NO JUMPERS ARE REQUIRED.

10. KEYBOARD SOCKET, (B4), PIN 15, (BIT 8), SHOULD BE JUMPERED TO Vcc (+5V), FOR NORMAL OPERATION WITH SUPPLIED SOFTWARE.

11. PROMS ARE 256 x 4, AND MAY BE ONE OF THE FOLLOWING TYPES: SIGNETICS 82S129, HARRIS H1024, INTEL/MMI 3601.

12. VOLTAGES (+12, -12) ON EDGE CONNECTOR ARE UNREGULATED, FILTERED D, C,, AND SHOULD NOT BE USED WITHOUT ADDED REGULATION.

13. IF DMA REQUIRED, BREAK JUMPER SHOWN. USE 74S257 AT POSITIONS B5, B6, B7, AND B8. (AS SUPPLIED)

REVISIONS				
SYM	DESCRIPTION	INITIALS and DATE		
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A	RELEASED FOR PRODUCTION			

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– REF –	00100
NEXT ASSY	USED ON
APPLICATION	

INTERPRET THIS DRAWING PER USASI Y14.5

UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON:
FRACTIONS = ±1/16 .x = ±.1
ANGLES = ±1° .xx = ± .03
SURFACE FINISH ✓ .xxx = ± .010

MATERIAL:

DRAWN BY	R. WAYNE	DATE 4-2-76
CHECKED		
DESIGN ENGINEER	S WOZNIAK	3-10-76
PROJECT ENGINEER	S JOBS	3-10-76
DOCUMENT CONTROL		
APPROVED		

APPLE COMPUTER COMPANY

TITLE: SCHEMATIC DIAGRAM
APPLE-1
PROCESSOR SECTION

SIZE D | DRAWING NO. 00101 | REV A | SCALE | SHEET 2 OF 3

00100 DRAWING NO. | 2/3 SHEET | A REV